

WHAT IS CLAIMED IS:

- 1 1. A method for displaying a graphical path in a video game, comprising:
2 retrieving graphical path data associated with a previous run;
3 displaying the graphical path data as a string of path markers; and
4 determining a color for a path marker of the string of path markers based
5 upon an elapsed time of a current video game session and an elapsed time
6 associated with the path marker.
- 1 2. The method of claim 1, wherein the determining further comprises selecting
2 a first color for the path marker if the elapsed time associated with the path
3 marker is greater than the elapsed time of the current video game session.
- 1 3. The method of claim 1, wherein the determining further comprises selecting
2 a color for the path marker based upon a character state associated with the path
3 marker if the elapsed time associated with the path marker is less than or equal to
4 the elapsed time of the current video game session.
- 1 4. The method of claim 3, wherein the character state associated with the path
2 marker is an "on the ground" state.
- 1 5. The method of claim 3, wherein the character state associated with the path
2 marker is an "airborne" state.
- 1 6. The method of claim 3, wherein the character state associated with the path
2 marker is a "crashed" state.
- 1 7. The method of claim 1, wherein the determining further comprises selecting
2 a color based upon a character state associated with the path marker.
- 1 8. The method of claim 1, wherein the previous run is a "best time" run.

- 1 9. The method of claim 1, wherein the previous run is a “worst time” run.
- 1 10. The method of claim 1, wherein the previous run is an “average time” run.
- 1 11. The method of claim 1, wherein the previous run is a run selected from one
2 or more previous runs.
- 1 12. The method of claim 1, further comprising generating current graphical
2 path data associated with the current video game session.
- 1 13. The method of claim 12, further comprising storing the current graphical
2 path data as “best time” run graphical path data if a total elapsed time of the
3 current video game session is less than a total elapsed time associated with a
4 previous “best time” run.
- 1 14. The method of claim 12, further comprising storing the current graphical
2 path data as “worst time” run graphical path data if a total elapsed time of the
3 current video game session is greater than a total elapsed time associated with the
4 previous run.
- 1 15. The method of claim 12, further comprising utilizing the current graphical
2 path data in determining an “average time” run graphical path data.
- 1 16. The method of claim 1, wherein the string of path markers are generated at
2 equal-distance from each other.
- 1 17. The method of claim 1, wherein the retrieving further comprises retrieving
2 the graphical path data associated with the previous run from a data cache.
- 1 18. The method of claim 1, wherein the retrieving further comprises retrieving
2 the graphical path data associated with the previous run from a memory card.

1 19. An electronic-readable medium having embodied thereon a program, the
2 program being executable by a machine to perform a method for displaying a
3 graphical path in a video game, the method comprising:

4 retrieving graphical path data associated with a previous run;
5 displaying the graphical path data as a string of path markers; and
6 determining a color for a path marker of the string of path markers based
7 upon an elapsed time of a current video game session and an elapsed time
8 associated with the path marker.

1 20. The electronic-readable medium of claim 19, wherein the determining
2 further comprises selecting a first color for the path marker if the elapsed time
3 associated with the path marker is greater than the elapsed time of the current
4 video game session.

1 21. The electronic-readable medium of claim 19, wherein the determining
2 further comprises selecting a color for the path marker based upon a character
3 state associated with the path marker if the elapsed time associated with the path
4 marker is less than or equal to the elapsed time of the current video game session.

1 22. The electronic-readable medium of claim 19, further comprising generating
2 current graphical path data associated with the current video game session.

1 23. The electronic-readable medium of claim 22, further comprising storing the
2 current graphical path data as the “best time” run graphical path data if a total
3 elapsed time of the current video game session is less than a total elapsed time
4 associated with a previous “best time” run.

1 24. An electronic entertainment system for displaying a graphical path in a
2 video game, comprising:

3 a data cache configured to store graphical path data associated with a
4 current video game session and a previous run;
5 a processor configured to retrieve the graphical path data associated with
6 the previous run and to generate a string of path markers; and
7 a display device configured to display the string of path markers.

1 25. The electronic entertainment system of claim 24, wherein the processor is
2 further configured to determine a color for a path marker of the string of path
3 markers based upon an elapsed time of the current video game session and an
4 elapsed time associated with the path marker.

1 26. The electronic entertainment system of claim 24, wherein the processor is
2 further configured to determine a color for a path marker of the string of path
3 markers based upon a character state associated with the path marker.

1 27. The electronic entertainment system of claim 24, further comprising a
2 memory card configured to store graphical path data associated with the previous
3 run.

1 28. The electronic entertainment system of claim 24, wherein the processor is
2 further configured to generate and store graphical path data of the current video
3 game session in the data cache.

1 29. The electronic entertainment system of claim 24, wherein the processor is
2 further configured to store current graphical path data of the current video game
3 session as "best time" run graphical path data if a total elapsed time of the current
4 video game session is less than a total elapsed time associated with a previous
5 "best time" run.

1 30. A system for displaying a graphical path in a video game session,
2 comprising:

3 means for retrieving graphical path data associated with a previous video
4 game session;
5 means for displaying the graphical path data as a string of path markers;
6 and
7 means for determining a color of a path marker of the string of path
8 markers based upon an elapsed time of the video game session, an elapsed time
9 associated with the path marker, and a character state associated with the path
10 marker.